

FIG. 6

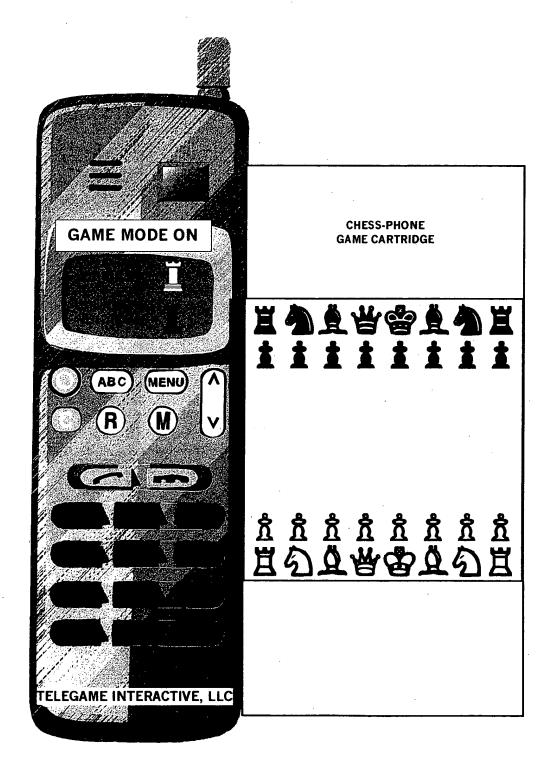


FIG. 5B

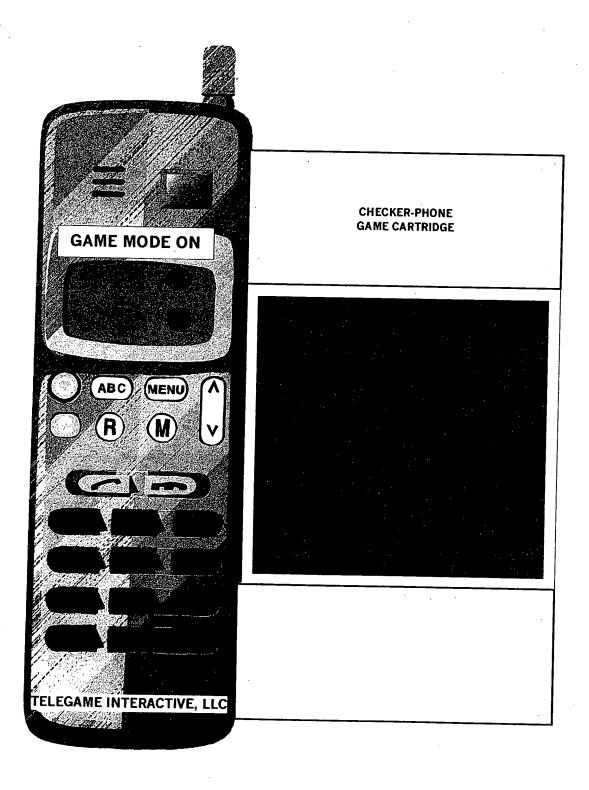
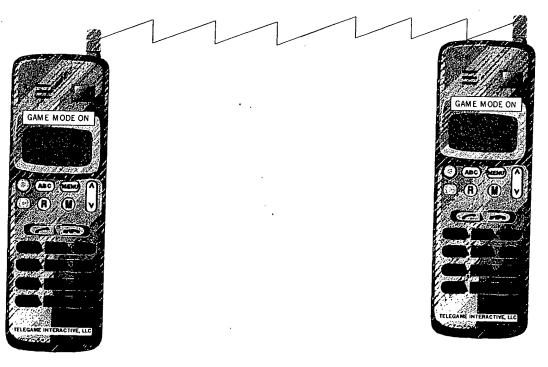


FIG. 5A





PLAYER 1

FIG. 4

PLAYER 2

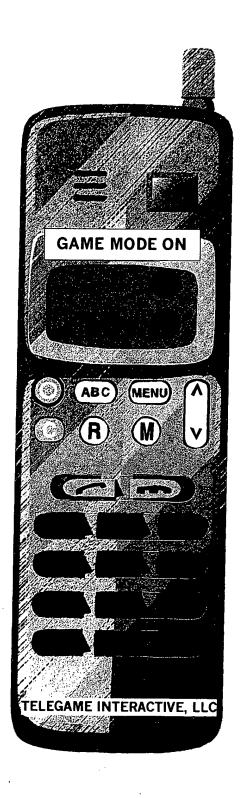


FIG. 3

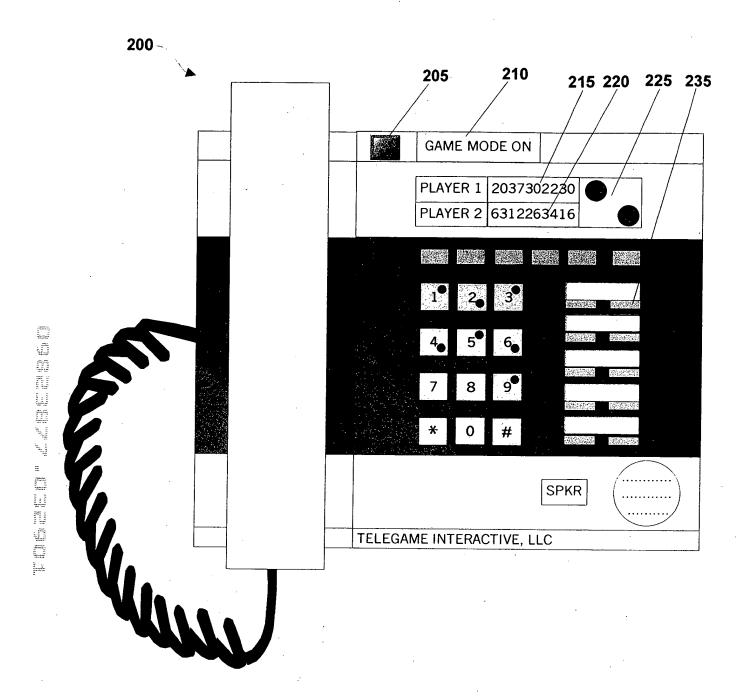


FIG. 2

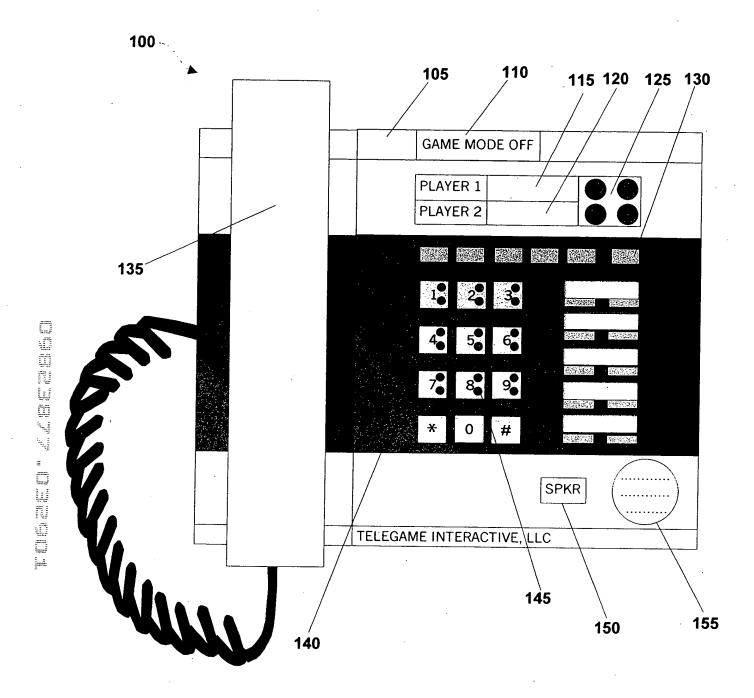


FIG. 1

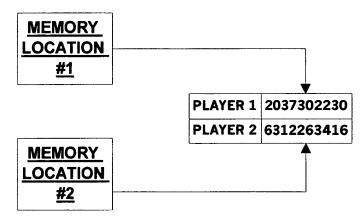
LOGIC FOR DISPLAYING PLAYER IDS AT EACH PLAYER'S TERMINAL

MEMORY STORAGE LOCATION #1
TELEPHONE NUMBER OF PLAYER'S
TERMINAL

MEMORY STORAGE LOCATION #2
TELEPHONE NUMBER DIALED BY
PLAYER'S TERMINAL

MEMORY STORAGE LOCATION #3
CALLER ID OF OTHER PLAYER'S
TERMINAL

IN TERMINAL PLACING OUTGOING CALL



IN TERMINAL RECEIVING INCOMING CALL

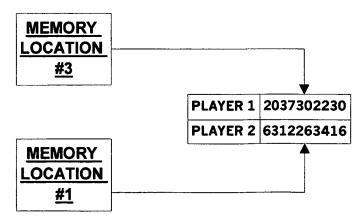
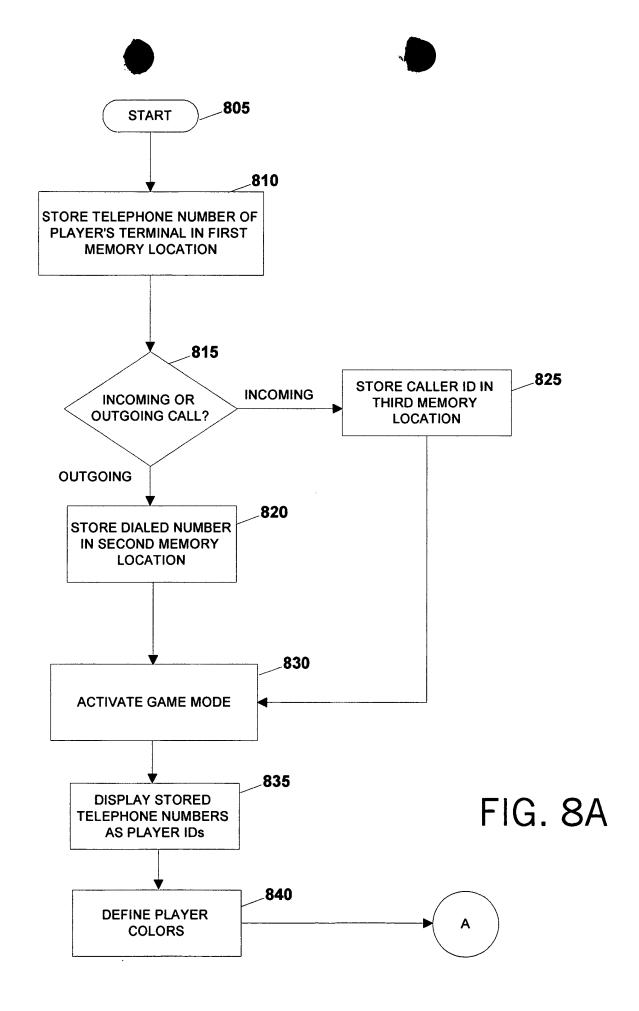
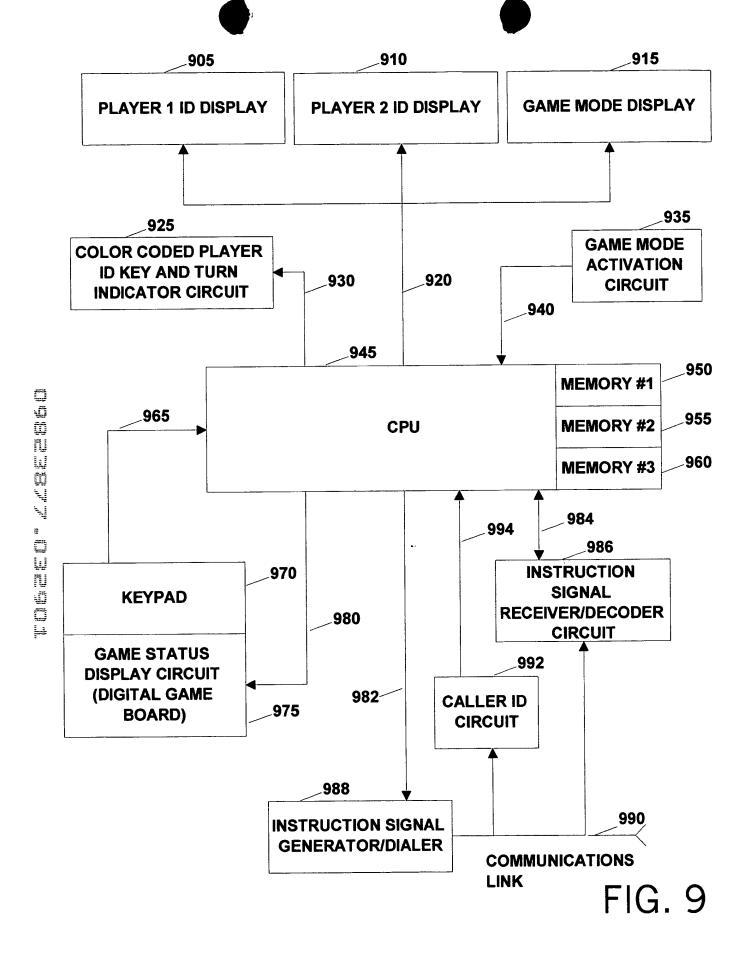
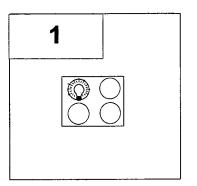


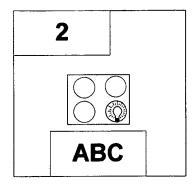
FIG. 7

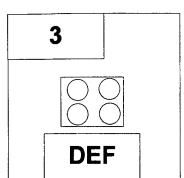


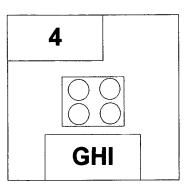


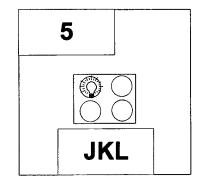


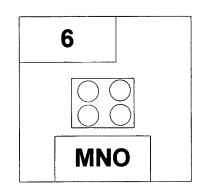


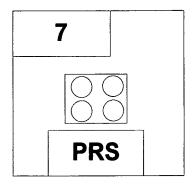


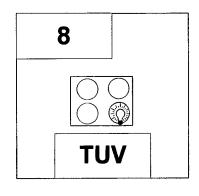


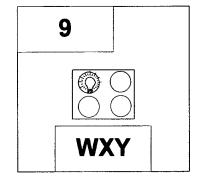


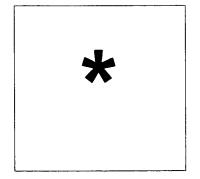


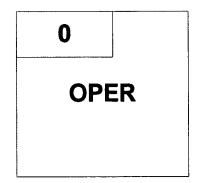












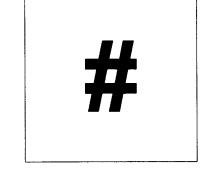


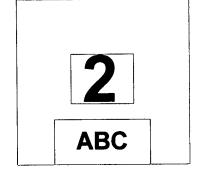
FIG. 10

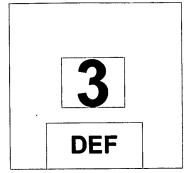


GAME MODE OFF

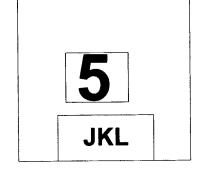
PLAYER 1	
PLAYER 2	

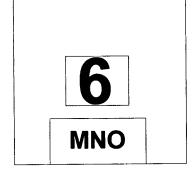
1

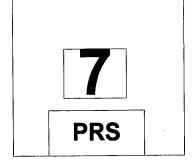


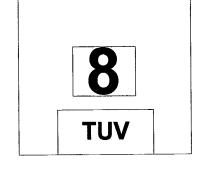


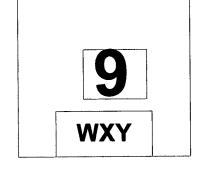


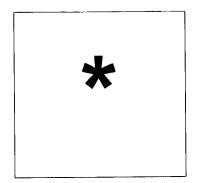












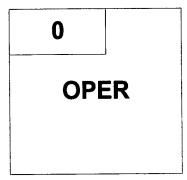


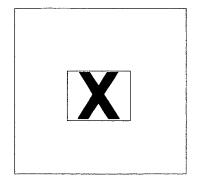


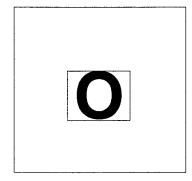
FIG. 11

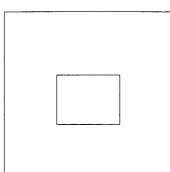


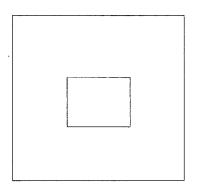


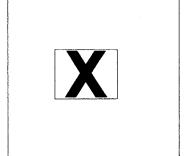
		4.
PLAYER 1	2037302230	X
PLAYER 2	6312263416	0

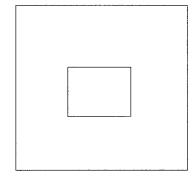


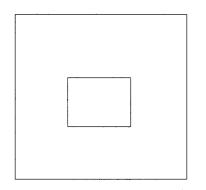


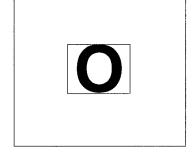


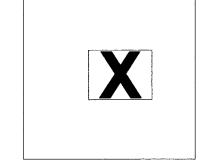


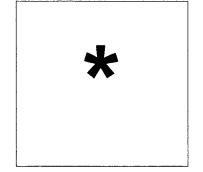












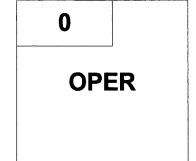




FIG. 12